

光榮堂

THE FUTURE OF SPACE COMBAT

STARLIGHTER
3000



STARLIGHTER 3000

INSTRUCTION MANUAL



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Disc Company, Ltd. for play on the
Disc Company System

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WELCOME TO STARFIGHTER 3000

"We are Feather. The year is 2027, and we are now at war!"

This message streamer comes with the pleasure of the Federation. Like the warnings of many that have come before, it hopes the inauguration of a new regime. Confusion of confusion and violence have taken their toll on the population. Those who have managed to survive are looking for the chance to bring harmony and stability to their home worlds.

The leaders of Feather are the first to offer you the best of the promises of war in the present era. To support their cause, you have been "assigned" into serving a tour of duty in the Feather space corp. Fortunately, your assignment is with an elite team of pilots whose sole purpose is to test experimental spacecraft and weapons systems. This means you will have only the most advanced technology available to help you stay alive.

Feather command has decided that your mission should be to wipe out the remains

of Starfleet and its allied (UN)systems on the planetoid planet. Feel no qualms about using anything and everything at your path. There is no such thing as an innocent victim in these rough waters.

When you join the Starfighter 3000 project, you are aware that all tactical and operational aspects of your performance are monitored by high command. Any errors may cost you your life.

You have been assigned a Predator class W-planetoid assault vehicle. Packed with two experienced fighters, not built in spaceport, machines that succeed given excellent handling at high and low altitudes over a range of operational speeds. On-board energy processors allow for the on-flight reconfiguration of many of the ship's characteristics, including engine and laser power which gives the ship the ability to adapt to its local environment.

Good luck pilot.

GAME CONTROLS

You can configure the ship controls as you wish once you start a game. Otherwise, this game uses the default control configurations described below.

Accept Ship

Directional buttons

E Button

Roll left/right and pitch up/down.

B Button

Increase thrust.

A Button

Cancel/close the strategy map.

X Button

Toggle camera view.

Z Button

Activate Electronic Counter Measures.

F Button

Open strategy map.

S Button

Not used.

L Button

Change weapon.

R Button

Fire weapon.

START Button

Pause game.

Strategy Map

Directional buttons

E Button

Move red targeting cross over the map.

A Button

Lock-on to highlighted target.

Z Button

Show information on highlighted target.

L/R Buttons

Bring up mission briefing.

Zoom in/out.

Menus

Directional buttons

O Button

Scroll through menu options.

Select menu option.

MISSION STICK

When the Mission Stick is plugged in it will automatically be detected and calibrated.

The same control buttons as those for a standard ControlPad are used. For further details of your Mission Stick, please refer to your User Manual.





MAIN MENU

From the Main Menu, choose one of the following sub-menus. Use the Directional buttons to highlight a menu item and the C Button to select.

PLAY GAME

If a game is currently in progress or has been loaded from the System Memory, enter the in-game display screen at the point where it was left off. Otherwise, begin a new game from the starting panel.

NEW GAME

Begin a new game from the starting panel.

SAVE GAME

Save a game in progress to the System Memory.

LOAD GAME

Load a game from the System Memory.

CONFIGURE

Configure Starfighter 2000 to your personal preferences.

MISSION SELECTION

Starfighter 2000 consists of a massive set of 80 independent missions, each designed to offer an increasingly difficult strategic challenge. Only the most resourceful pilots will be able to complete the entire game from start to finish.

At the beginning of a new game, a list of 15 active missions is available to choose from. The first five missions introduce basic flight control and control aspects of the Starfighter 2000 craft. Use these levels to practice identifying ground and air targets and working with your fighter squadrons. Try to gather as many parachute drops and crystal combinations as possible early on to enhance weapons, shields, and armor before the game really takes off.

The mission selection screen is represented by an inverted pyramid of spinning globes. Starting from the bottom planet, you must complete each mission in advance to the next one in the formation. You can play any planet in a row in any order you choose, but an entire row must be completed to move up to the next. When all 15 missions have been mastered, a new set of planets will become available. The mission sets are Cruise, Corporate, Captain and Commander.

Use the Directional buttons to choose a planet within the current row and press the C Button to select it. Pressing the B Button returns you to the Main Menu. Completed missions are represented by purple-colored planet icons.



MISSION BRIEFING

At all your SELECTs and the B key, you will hear a mission briefing. Listen to the message to discover your objectives. You can view the entire text of the briefing by scrolling up and down using the Directional buttons or the Left Buttons. To end the briefing and start the game, press the C Button. To return to the planet selection screen press the B Button. During gameplay, if you require us to return to the mission briefing again, you may do so via the Strategic Map screen.

SAVE GAME

Starfighter 2000 saves up to ten games in the System Memory. A maximum of 32 memory units will be taken up.

When entering the Save Game menu, a list entry box will be displayed prompting you to enter in a filename. Use the Directional buttons to navigate the cursor around the screen. Select the green return arrow key and press the C Button to register the name. The left flying arrow moves the previous character.

If a missing game disc is displayed, your file will still be properly stored. So the previously saved games may be maintained at any time. If all discs are full, a file list will be displayed. With the Directional buttons, highlight the old game that you are willing to delete and the new game will automatically:

If you decide not to save your game, move the cursor to Exit and select it to return to the Main Menu or press the B Button.

LOAD GAME

StarFighter 3000 saves many of up to six saved games in the System Memory. If you have saved your progress at a previous point, you may select the game by using the Directional buttons to highlight the game and press the C Button to load it.

If you decide not to play a saved game, move the cursor to Exit and select it to return to the Main Menu or press the B Button.

CONFIGURE GAME

StarFighter 3000 allows the game to be completely configured to your personal preferences. Press the many select one of the following options and adjust them using the Directional buttons to highlight an option and press the C Button to select. Pressing the B Button returns you to the Main Menu.



SETUP SOUND

Enter the Setup Configuration menu. Adjust music, sound effects volume, toggle. Press and hold the B Button and hold track order.

SETUP CONTROLS

Configure the flight controls.

ENTER YOUR NAME

Enter your player name into the registry for high scores and save game information. Entering the name shows will bring up a text entry box with an alphanumeric display. Use the Directional buttons to enter a player name and select the green return arrow key to register the name.

DEFAULT CONFIGURE

Reset Configuration settings to StarFighter 3000 defaults. This will reset the game to music, sound effects and return the flight controls to their default.

EXIT

Go to the Main Menu.

SETUP SOUNDS



From the **Configure Sounds** menu, you may adjust music and sound effects volume or enter the musical tracks selection and ordering menu. Use the Directional buttons to highlight the item you want to modify and press the **C** Button to select it. Pressing the **B** Button returns you to the **Configure Game** menu.

MUSIC

Toggle music on/off. When music is turned on, the volume bars on the CD icon will be highlighted. Push left or right on the Directional buttons to adjust music volume.

SOUND

Toggle sound effects on/off. When sound is turned on, the volume bars on the FX icon will be highlighted. Push left or right on the Directional buttons to adjust sound effects volume.

MTT TRACKS

Enter the **Select Tracks** menu, allowing you toggle individual musical tracks and set the track order.

EXIT

Returns you to the **Configure Game** menu.

SELECT TRACKS



From this menu, you may individually turn on or off the eight unique music tracks. Use the Directional buttons to select the desired track and press the **C** Button to toggle on/off. When a track is turned on, the CD icon on the right will be animated with a number indicating the track order. To completely customize track ordering, turn off all musical tracks, then turn them back on in the order you desire.

The available music tracks are: *Close to the Edge*, *Death By Stereo*, *Planet 96*, *The Predator*, *Hard Core*, *Freefall*, *Feeling Higher*.

Move the cursor to **Exit** and select it to return to the **Configure Sound** menu or press the **B** Button.

FLIGHT CONTROLS

Enter the Flight Controls menu. Re-select the Starfighter 3000 controls to match your most comfortable settings. Using the Directional buttons move the highlight over each control to turn and/or assign required button. Only one key may be mapped to a particular control. Pressing the same button more than once will generate the message "Controls Are Disabled" at the bottom of the screen, preventing you from using the configuration. The last menu item is the Sensor/Control toggle. Select this to switch between normal sensor/control (on = dive, down = climb and Roped control). STAYT can not be assigned to any of the sensor functions.

EXIT

Return to the Configure-Sensor menu.

PILOTING THE STARFIGHTER 3000

The Starfighter 3000 was designed to be as simple and intuitive to the pilot as possible. Use the Directional buttons to manoeuvre the craft in a similar manner to a conventional airplane. Push the Control Pad left or right to turn in the appropriate direction and hold left/right to yst. After banking, hold up or down on the Control Pad to make very fast and high turns.

Using internal vertical controls: push down on the Directional buttons to raise the nose of the spacecraft to climb, and push up or forward to dive. Banking in a vertical direction will cause the craft to loop. If you prefer Roped vertical controls, you may change this setting in the Flight Controls/Configuration menu. Push the C Button to increase the speed of the Starfighter 3000.

DEEP SPACE COMBAT

The Starfighter 3000 is capable of engaging in vertical above-planetary surface as well as in deep space. To leave the surface of the planet/atmosphere, use the up/direction towards the sky and apply thrust. Some missions will take place entirely within the space realm with only selected fields re-visited during. Also in mind, it is often difficult to get your bearings in space by visual cues alone. To monitor the atmosphere, aim the craft towards the planet and prepare to descend rapidly to the surface.

TERRAFORMING



The Starfighter 3000's warp engine has the unique capability of violating the surfaces of planets. A byproduct of faster sound travelling, but reversible, allows not only instantaneous entry to subsonic speeds in a process known as terraforming.

Terraforming can be used as a tactical advantage, allowing your fighter to come in (off through the atmosphere just well-enough to squeeze through. Also in this corner, calculations may be taken out with much less effort by allowing the ground not from underneath again.

PARACHUTE RESUPPLY

Throughout the game, various headquarters will send parachutes down to the ground surface containing resupply, ammunition, additional weapons, and fighter upgrades. Locating and collecting parachutes is an important requirement of combat survival.

As soon as a campaign has started, a warning message will be displayed on the Command View screen stating Parachute Detected. Go to the Strategic Map and locate the most recent parachute on the display. Parachutes are too small to accurately spot on it, but they can be seen from a far distance as a white object falling. If you Starfighter 3000 directly into these supply containers as they fall to the ground surface, if you don't get quick enough, they will hit the ground and explode.



MOTHERSHIP

In the majority of Starfighter 3000 missions there will be at least one carrier vessel or your Mothership. On some missions you will be transported onto the Mothership from inside the ship. On others, you must dock with the Mothership to complete the mission. To launch from within a carrier, press the F1 Button. To dock with a

Mothership, align your craft with the landing pad entrance and maneuver in. The entranceway walls are more forgiving than they appear. Most high-speed landings will be guided to safety, and the auto-docking system will place you comfortably inside the craft.

The Mothership makes an effective target for enemy fighters. During the course of a mission, if you see the Mothership Under Attack message, you should return to protect it. On the Strategic Map, carriers appear as a yellow 3D symbol. Use the cover provided by the Mothership's heavy armor/defense advantage when engaging enemy fighters.

Joining Formations

It isn't unusual for other pilots may be pressed to accompany you or your carrier. If you form beside a group of friendly fighters, they may request to join your party. Press [ENTER] Button to bring up the Game Menu. At this point, the fighters will show up in your formation. See the Formation/Carrier menu to set their attributes.

ENERGY CRYSTALS

As you destroy buildings, trees, ships, enemy fighters, gas refineries, etc., you will notice multicolored crystal shapes rising from the ashes. These are energy crystals. All of the Starfighter 3000 weapon systems utilize matter-energy converter technology to transform chemical and electromagnetic components of destroyed targets into energy crystals. If you collect these crystals, you can use the energy within to generate new weapons, reload ammunition, and enhance strength and control capabilities of your fighter.

Depending on the combinations of energy and crystal combinations, different structures and weapons can be generated. The order in which crystals are collected is very important. Your craft can only hold four crystals at a time. If a combination does not exist before you collect a fifth crystal, the latest crystal that you are currently holding will be dropped from the inventory. So far, the only known crystal combinations are:

Two red crystals = a new piece increased laser power

Two yellow crystals = a new piece enhanced shields

To aid you in your quest to discover new crystal combinations, at the end of the level, the shipboard computer will analyze the energy crystals that you picked up and display the results on the monitor.

Level 10 contains crystals in the tops of buildings, for multi-crystal generators, and for special combinations which cause the entire enemy to fly with crystal weapons. Even trees can store energy.

COMBAT VIEW SCREEN

Transcend from out of the battle elements, after holding your ship's rotating fly-ops, or from the cockpit of the Starfighter 3000, is considered the Combat View Screen. This is where the majority of the game is played.

LIVES

When you begin a new level or launch a new Starfighter 3000 after creating the number of lives that you currently own are displayed as a set of hearts across the top portion of the screen. The hearts will be re-displayed whenever you gain a life-etc. You may check on your life status at any time during the game via the Strategic Map Status Screen.

A new game begins with three lives. Five lives are obtained every 250,000 points.

STATUS BAR

The bar in the upper left hand corner of the view screen shows the current status of your craft. As you take damage, the bar gets smaller. If the bar completely disappears, you've lost a life. Fortunately, damage is automatically repaired over time.

The maximum length of the status bar is variable. If you collect certain crystal combinations or particular drops, you may be able to increase the strength of your craft. Likewise, if you sustain particularly heavy damage or gather a poor combination of crystals, you may reduce the initial capabilities of the Starfighter 3000.

SCORE

The current score is displayed immediately below the Status Bar.

WEAPONS

The user for the Starfighter 1000's current mounted weapon system is displayed in the upper right hand corner of the view screen. If the supply of the current weapon is almost the amount of ammunition remaining is displayed below this icon. Ammunition may be spent by clicking on projectile icons or special crystal combinations.

MESSAGES

A game messages such as "Master Target Destroyed" appear at the top left of the display below the status bar region.

Inter ship communications are printed in the lower half of the display above the Threat Indicator and Target Info.

TIME

If the current weapon has a time limit, the amount of time until remaining will be displayed in the lower left hand corner of the view screen next to the hourglass icon.

THREAT INDICATOR

The threat indicator is displayed in the bottom center of the view screen. The device consists of a set of radar lights, which flash different colors depending on the type of threat. If the indicator shows red lights, there are enemy fighters in the vicinity. If the indicator is orange, there is a cluster alert rate. If yellow lights are shown, an incoming missile is inbound or is your own. Most of the time, all three colors will be lit up.

POSITION & HEADING

Positional information consisting of a grid reference in the Strategy Map and a heading arrow showing direction of travel (north, south, east, west) are always present in the lower center of the view screen. When no target is locked or no enemy fighters are nearby, the positional information is all that is displayed. However, when either of these other conditions is met, the direction arrow and grid reference will be placed slightly to the left of the lower center display.

TARGET LOCK

Using the Strategy Map: It is possible to select a target from a list within the Strategy Map window for more information. This may either be a ground target or an enemy fighter. When a target is locked, information will be displayed in the lower center of the screen indicating where the target is located in relation to the Starfighter 1000 craft. This information will shift your current position and heading indicator to the left.

The locked target number will be shown in the center next to the "lock" text. Directly to the right will be an elevation reading of the target. The text "below" indicates that the target is lower than current level of the Starfighter 1000. "Above" indicates that the target is above. To the right of this text is a directional arrow indicating the heading in which you need to guide your craft to locate the target. When intentionally tracking a target, follow the target direction by keeping the arrow pointing forward instead of reading your own craft's heading.

If no target is specifically targeted, but an enemy fighter or mission target is nearby, similar targeting information will be temporarily shown in the lower center of the display preceded with the text "Near".

ENERGY CRYSTALS

Deposit in the underground field tower in the view screen is your current crystal inventory. You can only hold four energy crystals at any one time. As you collect new crystals, the inventory fills from left to right. If you are holding four crystals and collect a fifth without infusing upon a combination, the entire inventory will shift to the left, dropping the oldest crystal from your collection. See the *Fighting the Starfighter 3000 – Energy Crystal* section for more information.

GAME PAUSED MENU



Anytime during gameplay, the Pause Menu may be accessed by pressing the PAUSE Button. When in this mode or in the strategic map, time is suspended.

The pause menu offers access to fighter formation control and camera settings. Use the Directional buttons to highlight a menu item and press the C Button to select the various options and sub-menus. Press the B Button to return to the game.

FORMATION CONTROL

Enter the Formation Control menu. Adjust fighter team aggressiveness or attack/defend positioning.

CAMERA 1

Cycle through the available modes for Camera 1 using left/right on the Directional buttons. The camera always looks at the Starfighter 3000 unit. See the Camera Control section for more information.

CAMERA 2

Repeat the steps to cycle through the available modes for Camera 2 using left/right on the Directional buttons. See the Camera Control section for more information.

LOOK AT

Change Camera's tracking system (focus of the player's view) among fighters, or weapons. See the Camera Control documentation for more information.

QUIT GAME

Select this menu choice to bring up a quit game requester. Press the C Button to quit the game and return to the Main Menu. Any other key returns control to the Pause Menu.

FORMATION CONTROL



Formation Control is offered via the Game Play>sub-menu. If friendly fighters have joined your formation, either at the start of the mission or by joining on during the game, they will be displayed at the bottom of the screen in a default arrangement.

Use the Directional buttons to select between the various menu options. Press the B Button to toggle parameters.

Friendly fighters are controlled by the computer AI system, however you may adjust certain parameters to govern their attitude and aggression. From the first menu option, choose the formation's approach to control from Normal to Aggressive to Defensive. When under Normal operational parameters, fighters cannot set, rise out of the following modes.

REGROUP

Order friendly fighters to get up on your wing.

ATTACK

Order individual vehicles to immediately start peeling off one at a time to launch attacks on nearby targets.

ALL ATTACK

Order all fighters in the formation to immediately attack all once.

AGGRESSIVE MODE

When set to Aggressive, fighter AI operates similarly to a Normal Mode formation, except individual spacecraft do not break off until an enemy target enters the vicinity.

DEFENSIVE MODE

Fighters stay in the formation to provide a cohesive defense and, individual fighters may break formation to defend the Millennium or to defend the formation itself. A good guess.

CAMERA CONTROL

Star Wars: The Force Unleashed offers two independently controlled cameras, which can be quickly toggled during gameplay using the A Button. By default, the first camera tracks the fighter craft from behind in an external view, while the second camera provides a first person perspective view through the cockpit.

Both camera may be manually adjusted to view the scene from any angle and from a wide range of distances. In addition, Camera 2 can be set to track several different types of objects besides the player's ship.

VIEW MODES

Enter 1 through 4 to select different view modes by highlighting one of the corresponding buttons left or right on the Directional Buttons.

EXTERNAL

Enter 1 to enter external object types from four preset angles or from any arbitrary angle and distance. After this camera setting is selected, press the C Button to enter Camera Adjustment mode.

COCKPIT

Enter 2 to tune through the cockpit of the Starfighter 3000. In this traditional flight simulator mode, a set of crosshairs is visible in the center of the screen. Looking at objects other than the player has the focus effect of viewing the scene through the eyes of that object. Try setting Camera 2 to Cockpit mode and Look At Weapons.

TRACKING

Track any one of the object types from a distance. This mode affects both the external camera view, in that it displays the scene from a stationary point and rotates the camera around at moving along with the object.

FLYBY

Enter 3 to Starfighter 3000 or any object type from a dramatic angle as it zooms across the scene.

OBJECT TYPES

Pressing any object type may be cycled through via the Look At option for Camera 2 in the Game Paused menu.

PLAYER

Enter 4 of the Starfighter 3000 switch from the selected external view mode.

TEAM

Cycle through each member of the team using the L/R Buttons in the selected camera view mode.

ENEMY

Show each of the enemy fighter position order using the L/R Buttons. If no enemy vehicles are present, the player ship will be displayed until an enemy arrives on the scene.

WEAPONS

Track weapons in magazines as launched from the Starfighter 3000 until they explode. The camera defaults to the Camera 1 view until a weapon is fired. For a wider effect, set Camera 2 to External View mode and Look At Weapons.

CAMERA ADJUSTMENT

When in the view mode, the angle and distance of the camera from the object being tracked can be manually adjusted. Press the C Button on the camera menu option to enter Camera Adjustment mode.

Use the Directional buttons to rotate the camera angle. Left/Right rotates horizontally. Up/Down changes elevation. The C Button cycles through four preset viewing angles: from directly behind, to front, and to the left and right.

Use the L/R Buttons to zoom in and out. The zooming feature is extremely useful for getting a wider view of the action. When you're satisfied with the camera view, press the B Button to return to the Focus View.

WEAPON SYSTEMS



LASERS

The Starfighter 3000 craft is equipped with unlimited laser fire. Initially low power green lasers are provided. Crystal combinations and parachute drops can upgrade the weapons system to high-power blue, yellow, and eventually orange lasers. Up to five additional upgrades can be obtained for the starfighter's arsenal.



AIR-TO-GROUND (ATG) MISSILES

A batch of 10 ATG missiles is available at the start of a new game. When mounted, all landable ground units, such as weapons installations, IS tanks, tanks, radar towers, etc. that enter directly into the Starfighter 3000's immediate path are surrounded by a pulsing target box.

Pressing the fire button while a pulsing target box is visible will launch a guided missile towards the item. Stationary targets are difficult to miss. However, tanks and mobile weapons may be able to evade ATG missiles. Use crystal combinations and upgrades to improve your supply of ATG missiles.



AIR-TO-AIR (ATA) MISSILES

The Starfighter 3000 is equipped with 10 ATA missiles at the start of a new game. When mounted, all spacecraft, including enemy and friendly fighters, satellites, and carriers that enter directly into your immediate path are surrounded by a pulsing target box.

Pressing the fire button while a pulsing target box is visible will launch a guided missile towards the item. Enemy fighters are capable of evading and dodging ATA missiles, especially when located on the edge of the target range. Flanking, for example, is the upper friendly fighters or the Starfighter. Use crystal combinations and upgrades to improve your supply of ATA missiles.



MULTI-MISSILES

Multi-missiles can only be gained by picking up special crystal combinations or parachute drops. A multi-missile launch fires three independently-guided smart missiles at ground or air targets in the vicinity, including those which are off-screen. The advantage of this weapon is that it only needs to be fired within close range.



BEAM LASER

The Beam Laser works by directing a massive discharge of energy towards a forward target. Like ATG and AGX missiles, when the beam laser is active, it discharges an energy beam which enters directly into the Starfighter 3000's immediate path and is consumed by a passing target too.

The beam laser is one of the most powerful weapons, but it may only be activated via special crystal combinations or parashute drops. It's difficult to lock onto specific targets when the beam laser is active, so be especially careful not to be taken handy-fights by the Battering.



MEGABOMBS

Megabombs can only be gained by picking up special energy crystal combinations or parashutes. These weapons are dropped straight down at ground targets, the conventional bombs, and destroy everything within a large blast radius.



MINES

Acquiring mines are useful to protect your Starfighter 3000 from enemy aircraft and missiles approaching from behind. Mines hover over the spot where they were launched for a short period and explode when an object runs into them. Be careful not to collide your own ship with a mine. Mines are gained by picking up parashute drops or via special crystal combinations.



ELECTRONIC COUNTER MEASURES (ECM)

The Starfighter 3000-Lite is multi-jump, yes, it has three ECM systems. An ECM sends an electromagnetic burst which destroys all enemy targeting systems in the area, including your own. Use ECM to confuse incoming surface-to-air (SAM) and enemy air-to-air (AAM) missiles. ECM supplies can be replenished by gathering parashute drops or energy crystal combinations.

SPECIAL ENHANCEMENTS

Picking up parashute drops or complex energy crystal combinations can add enhancements to the Starfighter 3000 armor and beyond the standard set of weapons.

MEGA-JUMP

After collected via a parashute, the enhancement offers instant upgrades to maximum/true power, maximum stop control and speed, and access to all weapon types. Unfortunately, the Mega-jump lasts for only a limited time unless you are really lucky.

WINGPODS

Light-weight, wingpod attachments may be attached to the tips of each of the Starfighter 3000 wings, enhancing both speed and maneuverability and adding extra laser cannons. Typically wingpods are picked up in pairs, but occasionally one may be

powered largely. Aircor is loaded with laser, nuclear, and small-arms storage over all the pods and tanks. It has lost the cost. In most cases, it may take some time to compensate for the performance difference between the two alternatives. Two wingpods make up the ultimate Starfighter 3000 enhancement. Due to the amount of fuel consumed by these pods, they will travel longer than the current mission.

STRATEGIC MAP



Active during gameplay, the Strategic Map may be activated by pressing the F Button. While viewing the map, a target and other information area is suspended.

The Strategic Map consists of a reduced three-quarters perspective view of the entire planet surface, or space-ambient area, complete with

grid, life, and a non-rotational, con. Use the Directional Buttons to move the map cross-hair over items of interest. The target icon will snap to the nearest mission objective or spacecraft in the vicinity. Note: Because the world is spherical, the map wraps around. The quickest route to the other side of the planet may be to go off the edge to the other side.

MAGNIFICATION

In the upper left-hand corner of the display is a magnification indicator. When first shown, the magnification level is set to X1. Use the R Button to turn on or the position of the map over the larger world map. The L Button zooms back out again. When magnified by X2 or in, the display can be scrolled by moving the target icon in any direction. Below the scale reading, the current grid reference of the cross-hair is shown to help you identify items of interest.

TARGETING

To receive more information about mission objectives, enemies or friendly fighters, or various ground or air targets, highlight the item under the cross-hair and press the I Button to enter the target map screen. To use the target on your Starfighter 3000's guidance system, press the C Button. The target number will show up in the commander box, below the magnification indicator. Looking a target allows position and heading readings to be shown at the bottom of the Command View during gameplay.

MAP ICONS

Continuously updated, these icons

TARGET CROSS-HAIRS

Use the directional keys or control pad to move the cross-hair on the Strategic Map.

TARGET HIGHLIGHTED / TARGET LOCK

Press the A Button to enter the target map screen. Press the C Button to lock the target. Greenboxed this icon surrounds the item.

PROTECT ICON

A green circle surrounds any host which must be defended. If it is destroyed, you will fail to complete the mission.

DESTROY ICON

A red circle surrounds any enemy target which must be destroyed in order to complete the mission. Fighters, Stratoliners, tanks, etc. without this icon are irrelevant to your mission.

RED TARGET

A red-E marks a mission objective target. These must be destroyed.

YELLOW TARGET

A yellow-E marks a secondary or optional target.

MOTHERSHIP

→ yellow-M icon marks a Mothership carrier.

STRATOLINER

A yellow-S represents a Stratoliner.

FIGHTER

A yellow-F with a yellow-F subscript represents a single fighter unit. Friendly fighters flash green, enemy fighters flash red.

FIGHTER ON PATROL

A yellow-F with a blue-F subscript represents a fighter in a patrol formation. Friendly fighters flash green, enemy fighters flash red.

ATTACKING FIGHTER

A yellow-F with a red-F subscript represents an attacking fighter. Friendly fighters flash green, enemy fighters flash red.

SATELLITE

A stationary satellite is represented by this icon.

GROUND VEHICLE

A tank/transport/tank or other ground vehicle is represented by a purple G icon.

RADAR BLIP

Any major "main stage" such as a building or gun installation which shows up on the radar but is not an "objective" target. Some of these may be super targets, or may provide special power-up bonuses when destroyed.

HEADING

blip-eg (ground or in space craft flash between-the identifying icon and a directional arrow. The arrow shows the direction in which the object is heading. Green arrow means friendly, red arrow foe.



STATUS SCREEN

Move the highlighting cursor (left your left) on the Strategic Map and press the Z button to access the Status Screen.

The screen shows the current condition of your ship. The four bars in the top half of the screen represent the strength of your Engines, Control, Shields, and Lasers. These aspects of your ship can

be upgraded by collecting efficient combinations of energy crystals. The eight icons in the bottom half of the screen represent your weapon systems and their current levels: six F-G missiles, six T-A missiles, Megabombs, and ICMs on the left. Beam gun, Multi-missile, Mines and your remaining time on the right. Upgrade your weapon systems by collecting crystal combinations.



INFO SCREEN



By moving the highlighting cursor over an enemy vehicle on the Strategic Map and pressing A, you can access the Info Screen. This screen shows the status of the target vehicle's Engines, Control, Shields, Lasers, the same way as the status screen. The three levels in the bottom half of the screen show the vehicle's Orders, Height relative to your own and your orders with regard to the vehicle.

MISSION COMPLETE

After successfully completing a mission you are presented with a debriefing screen. This will give you details on your current Score and the number of Missions Completed. You are also given statistics on the number of ships taken, Enemy Craft Destroyed, Ground Targets Destroyed and the number of Capital Resources Awarded. Press a button to continue.

If you have managed to collect any crystal bonuses during your mission you will be taken to the Capital Resources Awarded screen. This will give you details of the combinations you have collected and the bonus awarded. Using the Directional buttons move the green highlight down to scroll the screen. Remember that combinations you will need them again.

SCORING

After completion of each identified level or when you have lost all of your lives, you will be able to enter your name in the Hall of Fame. When the Name Entry box appears, scroll through the list with Directional buttons and press the C Button to enter your name. If you make a mistake, highlight the quit arrow and press the C Button, highlight the green return symbol and press the C Button to repeat your name. The Hall of Fame for each segment level holds only the top 5 scores, so you will only have the option to register your name when you have scored above the lowest score on the table.

DEMO MODE & HIGH SCORES

There are two different high score tables for each of Captain's and Arnie's. To see the high score tables, enter any of the on-game menus and wait for about a minute without pressing anything and they will be displayed. Pressing any button will return you to the menu that you were using.

If you leave the game on the Main Menu for a few minutes StarFighter 3000 will enter Demo Mode. To return to the Main Menu press any button.



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